X PRIZE

A ticket redemption/merchandiser all in one!

Dimensions: 94"w x 35"d x 84"h

Table of Contents

Revision 1E   12/9/2008

SAFETY AND WARNINGS

BEFORE YOU BEGIN

WARNING: WHEN INSTALLING THIS GAME, A GROUNDED A.C. RECEPTACLE MUST BE USED. FAILURE TO DO SO COULD RESULT IN INJURY TO YOURSELF OR OTHERS. FAILURE TO USE A GROUNDED RECEPTACLE COULD ALSO CAUSE IMPROPER GAME OPERATION, OR DAMAGE TO THE ELECTRONICS.

DO NOT DEFEAT OR REMOVE THE GROUNDING PRONG ON THE POWER CORD FOR THE SAME REASON AS GIVEN ABOVE. USING AN IMPROPERLY GROUNDED GAME COULD VOID YOUR WARRANTY.

HAVE A QUALIFIED ELECTRICIAN CHECK YOUR A.C. RECEPTACLE TO BE SURE THE GROUND IS FUNCTIONING PROPERLY.

INSTALLATION

The game comes ready to play with just a few simple things to keep in mind.

1. Plug the game into the A.C. outlet and turn on power to the game. The switch for the game is located on a power module on the outside rear of the game.

THIS GAME IS DESIGNED TO DISSIPATE STATIC ELECTRICITY THROUGH THE GROUNDING PLANE OF THE GAME. IF THE A.C. GROUND DOES NOT WORK, THE GAME COULD DISCHARGE STATIC ELECTRICITY THROUGH THE GAME CIRCUITRY, WHICH COULD CAUSE DAMAGE.

2. Make sure the game is level after installation. It is necessary to make sure the game is level for safety concerns.

3. Check that the A.C. voltage rating on the back of the game matches the A.C. voltage of your location.
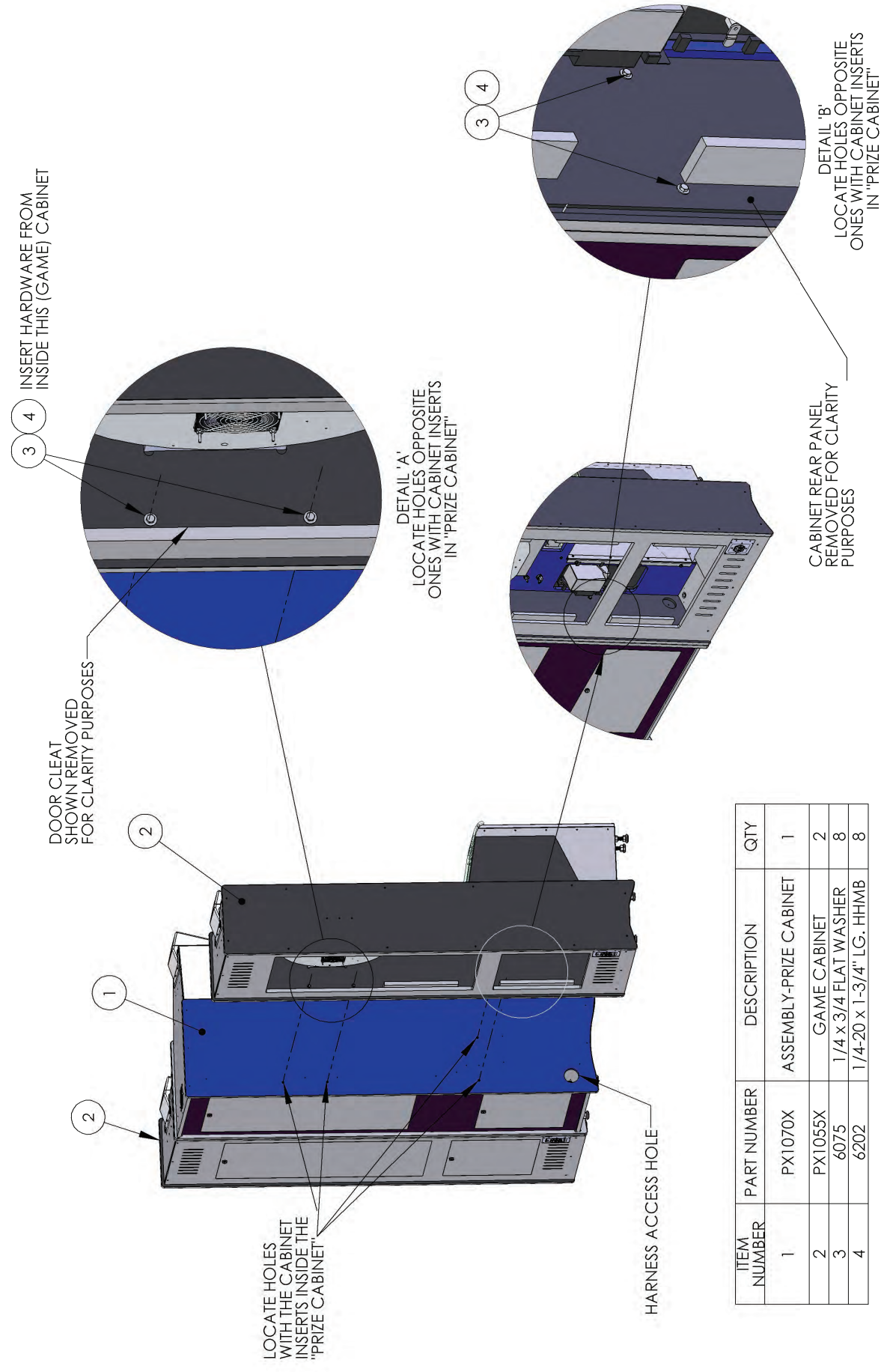
THE POWER SUPPLY IS NOT VOLTAGE ADJUSTABLE. TO OPERATE THE GAME AT VOLTAGES OTHER THAN THOSE IT WAS DESIGNED FOR. PLEASE CONTACT OUR SERVICE DEPARTMENT FOR VOLTAGE CONVERSION INFORMATION.

WARNING

DO NOT remove any of the components on the main board (e.g. compact flash and eproms) while the game is powered on. This may cause permanent damage to the parts and the main board. Removing any main board component part while powered on will void the warranty.

<u>NOTE:</u> THIS GAME IS INTENDED FOR INDOOR USE ONLY.
ON THE BACK PANEL OF THE GAME: WARNING: SHOCK HAZARD - DO NOT OPEN. REFER SERVICING TO SERVICE PERSONNEL.

To assemble the cabinet, arrange the three pieces of the game as shown. Remove both the top and bottom access doors of the player station cabinets and only the bottom door of prize station. Carefully fish the two main wire harnesses through the harness access holes located near the bottom on both sides. Using one 1/4 x 3/4 flat washer and one 1/4 20 x 1 3/4' bolt insert and tighten four per cabinet. See diagram for bolt locations. Only use holes opposite the cabinet inserts (located in PX1070X assembly). Connect the main harnesses in the player stations. Wire harness connectors have color labels, be sure to match both ends when connecting.

③ ④ INSERT HARDWARE FROM
INSIDE THIS (GAME) CABINET

DETAIL 'A'
LOCATE HOLES OPPOSITE
ONES WITH CABINET INSERTS
IN "PRIZE CABINET"

DETAIL 'B'
LOCATE HOLES OPPOSITE
ONES WITH CABINET INSERTS
IN "PRIZE CABINET"

CABINET REAR PANEL
REMOVED FOR CLARITY
PURPOSES

DOOR CLEAT
SHOWN REMOVED
FOR CLARITY PURPOSES

LOCATE HOLES
WITH THE CABINET
INSERTS INSIDE THE
"PRIZE CABINET"

HARNESS ACCESS HOLE

| ITEM NUMBER	PART NUMBER	DESCRIPTION	QTY
1	PX1070X	ASSEMBLY-PRIZE CABINET	1
2	PX1055X	GAME CABINET	2
3	6075	1/4 x 3/4 FLAT WASHER	8
4	6202	1/4-20 x 1-3/4" LG. HHMB	8

4

Loading Prizes

This game has four dispensers to dispense prizes. It is not necessary to load them in any certain way. It is important that the value of the prize is equal to what is set in your programming under configure prize. You can also mix and match values as long as the average is equal to your settings. Your prizes should be at least 1.5 cubic inches and can be up to 13.5 cubic inches. Credit card size prizes can be used as long as it is mounted to a foam board. Remove bar as shown below before adding prizes. To raise or lower the dispensers, remove the four Allen screws and position the dispenser. Re-install the four Allen screws.

Counter-clockwise

Loading Tickets

This game is equipped with dual ticket dispensers for each station and requires both stations and dispensers to be filled. The game will pay out tickets owed on both dispensers simultaneously. If a dispenser runs out of tickets, then the dispenser with tickets will pay out the amount owed. It is recommended to fill each dispenser equally. Unlock and slide the ticket bin door. You can load up to 8 thousand tickets per dispenser, 16 thousand total per side. When tickets are stilled owed, after filling the ticket drawers, press "ticket reset" button located inside the coin door.

A total of 8 stacks of 2000 tickets, 4 stacks per side can be loaded.

Ticket Reset Located Inside here.
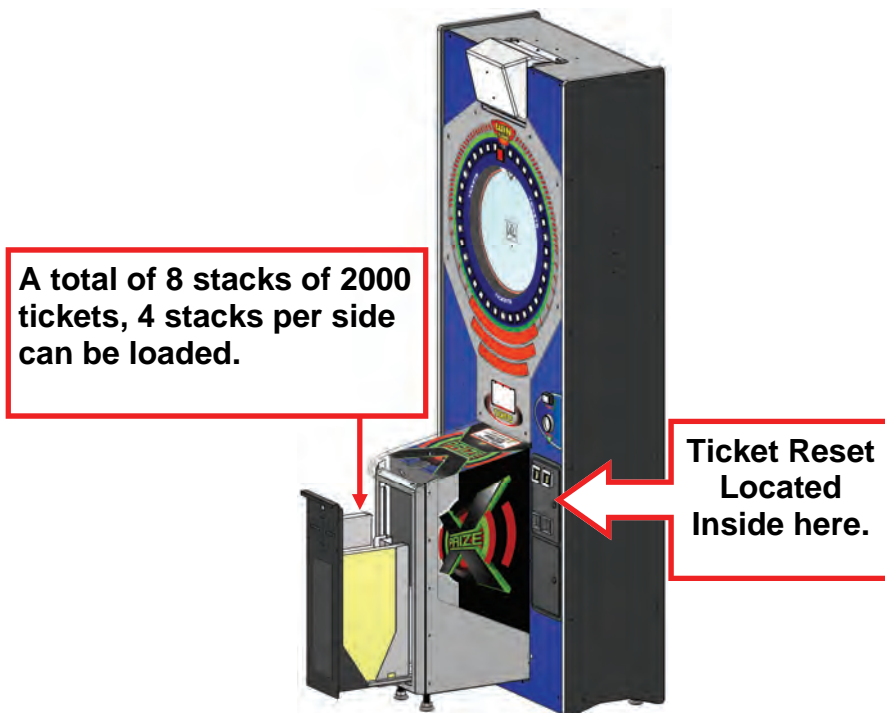
INTRODUCTION - GAME PLAY

The game begins when the player inserts the correct coinage. The outer light begins to circle around and around. The large red button begins to flash. Pressing the button stops the light ring. The player is paid the amount of tickets shown on lighted button but if the player lands on the X-Prize the inner wheel begins to spin. Where the wheel stops at the arrow the bonus tickets are paid unless it lands on Prize which the player then is able to pick any prize in the prize dispenser.

X-PRIZE SET-UP PROCEDURE

You will need to configure your X-Prize game once it is assembled. Open the bottom, back door to access the main circuit board. Press and hold the reset button located on the main circuit board and apply power. Continue to hold the reset button for 20 seconds. If the game has been setup previously and you wish only to adjust the volume, put **Switch 8 on Bank 1 ON** and power-up the machine. The machine will initialise and an audible message "CONFIGURE VOLUME" will be heard.

Setting the Volume

Press the STOP button to increase/decrease the volume. Once the desired volume has been reached press the SELECT button to enter. A message "VOLUME LEVEL HAS BEEN SET" will be heard. The volume level will also be shown on the Tickets LED.

Configure Price of Play

Press the Stop button to step to the correct price of play. Your options are 25c, 50c, or $1.00 can be selected and entered by pressing the Select Button. A message" PRICE OF PLAY HAS BEEN SET "will be heard. The price of play value will be shown on the Tickets LED. Press the Select button to enter.

Configure ticket cost

Press the STOP button to cycle through the cost of your tickets. The options are 001, 002 or 5.

Configure Prize Value (vend prize)

Press the Stop button to step through the Vend prize values. The values of $5 to $100 in $5 dollar increments and $100 to $500 in $25 dollar increments can be selected. Once the desired value has been reached press the Select button to enter. A message "PRIZE VALUE HAS BE SET" will be heard. The value will be shown on the ticket LED

The configuration is now complete and the machine will re-initialise.

Dip Switch Settings

Bank SW2

DIP Switch:	1	2	Payout %
	OFF	OFF	30%
	ON	OFF	35%
	OFF	ON	40% Default

OUTER WHEEL SETUP

The outer wheel numbers are factory setup for .50 cent play. Additional buttons have been supplied in order to change the numbers on the out wheel.

METER LOCATION

There are three meters located inside the Player one's coin door. They are from left most meter, COINS, TICKETS, and PRIZES. COINS is the total amount of coins inserted between player one station and player two station. TICKETS is the total amount of tickets dispensed between player one station and player two station. PRIZES is the total prizes dispensed between player one station and player two station.

Understanding Payout Percentages at .25

On average the player will be able to spin the wheel 1 out of 8 times. The average amount of tickets paid will be 80 tickets. When not spinning the wheel on average the player will land on "3" on the outer wheel. This means .025 cents goes to the outer wheel, .025 cents goes to the X-prize, .05 cents goes to the inner wheel, and .15 cents goes to the operator on a .25 cent game. The numbers assigned to the outer wheel is locked for a .25 cent game and cannot be changed. This is the default settings of this game.

.25 Vend
.01 Ticket
$100 Prize Value

20% Outer Tickets
10% X prize
10% Ticket wheel

40% Payout

Understanding Payout Percentages at .50

On average the player will be able to spin the wheel 1 out of 8 times. The average amount of tickets paid will be 80 tickets. When not spinning the wheel on average the player will land on "5" on the outer wheel. This means .05 cents goes to the outer wheel, .05 cents goes to the X-prize, .10 cents goes to the inner wheel, and .30 cents goes to the operator on a .50 cent game. The numbers assigned to the outer wheel is locked for a .50 cent game and cannot be changed. This is the default settings of this game.

.50 Vend
.01 Ticket
$100 Prize Value

10% Outer Tickets
10% X prize
20% Ticket wheel

40% Payout

Understanding Payout Percentages at dollar

On average the player will be able to spin the wheel 1 out of 8 times. The average amount of tickets paid will be 80 tickets. When not spinning the wheel on average the player will land on "9" on the outer wheel. This means .10 cents goes to the outer wheel, .10 cents goes to the X-prize, .10 cents goes to the inner wheel, and .70 cents goes to the operator on a dollar game. The numbers assigned to the outer wheel is locked for a .1 dolloar game and cannot be changed.

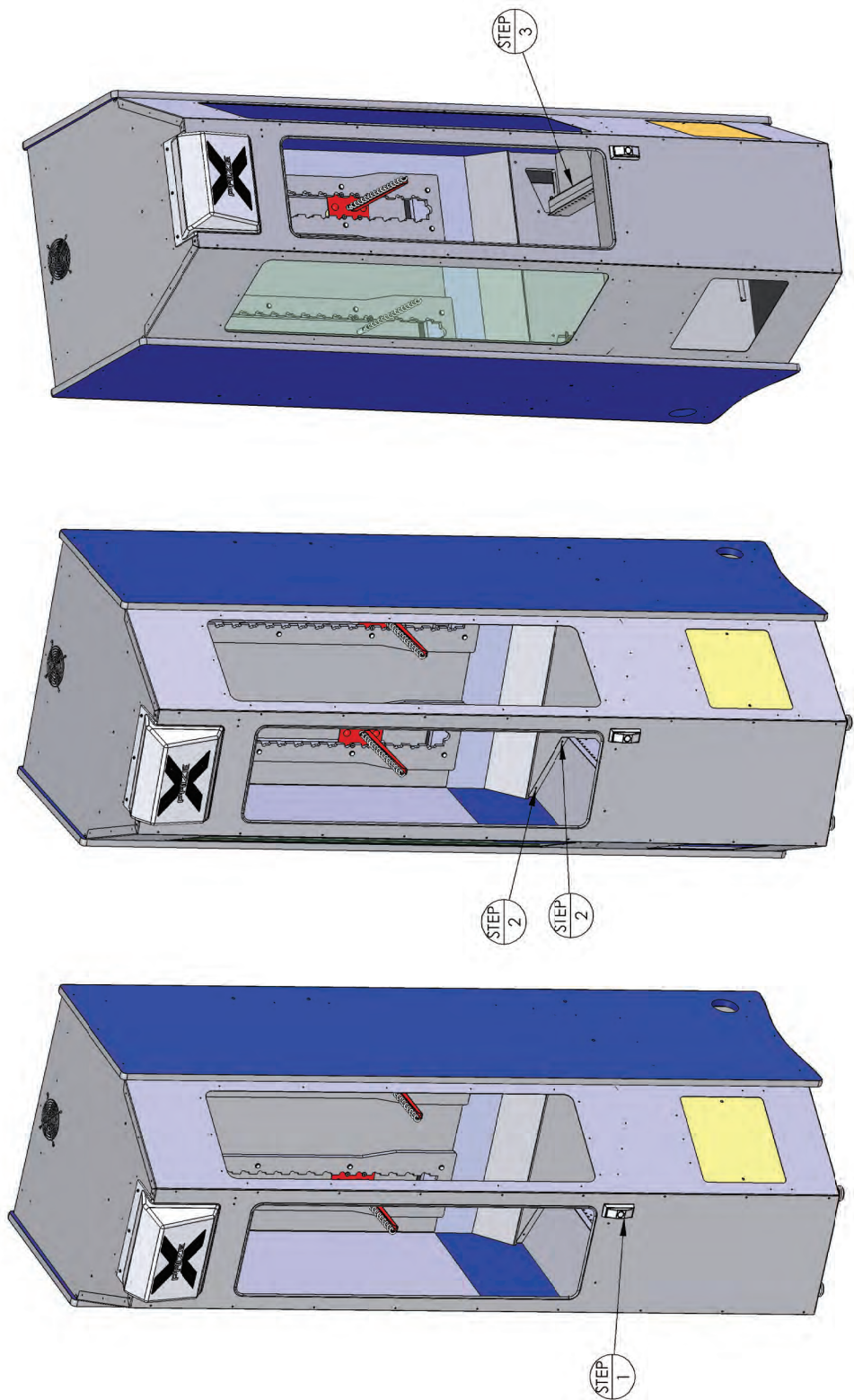$1.00 Game 40% Payout $300.00 Prize

$1.00 Vend
.01 Ticket
$300 Prize Value

20% Outer Tickets
10% X prize
10% Ticket wheel

40% Payout

Prize Sensor Assembly

Introduction
Your X-prize game can detect prizes 1.5 cubic inch and up to 13.5 cubic inch with absolutely no setup adjustments prior to use. See diagram below for replacement.

STEP 3

STEP 2 STEP 2

STEP 1

TO ACCESS PRIZE SENSORS:

STEP 1. UNLOCK AND OPEN FRONT DOOR.
STEP 2. REMOVE 3 SCREWS HOLDING LEFT COVER (OR RIGHT COVER) DOWN.
STEP 3. GENTLY REMOVE COVER & REMOVE FROM GAME. PRIZE SENSORS ARE NOW ACCESSIBLE.
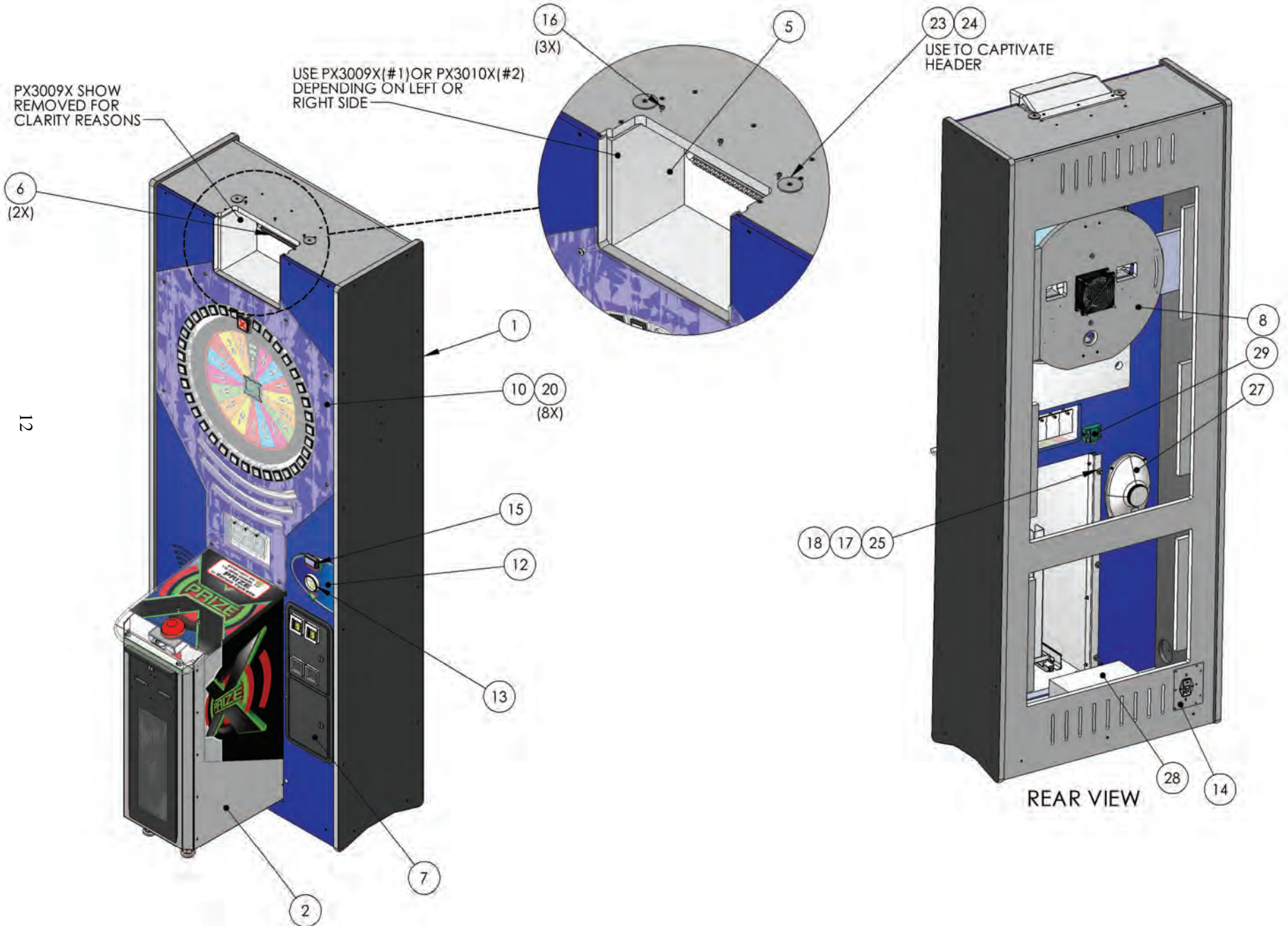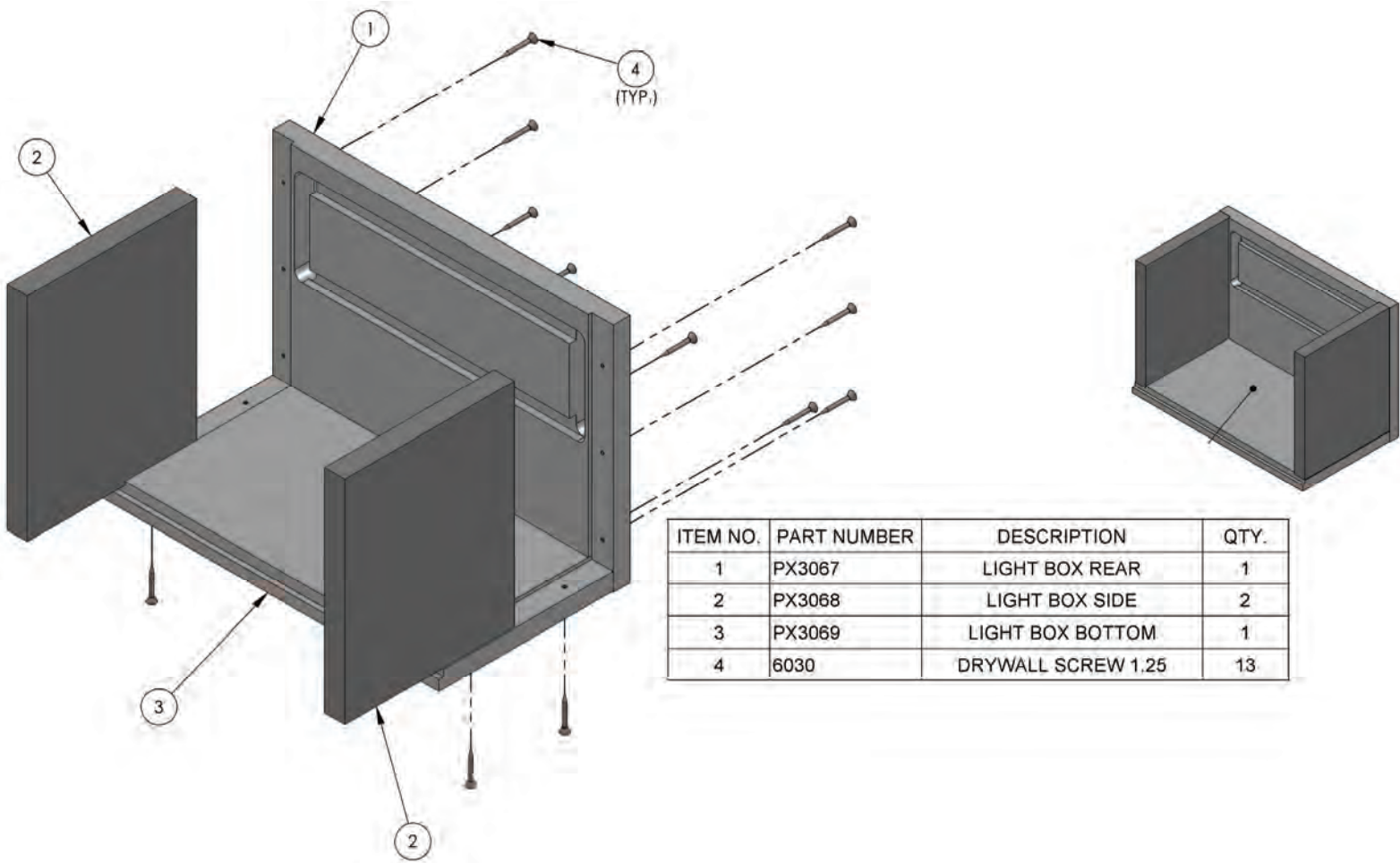
X-Prize assembly diagrams and drawings
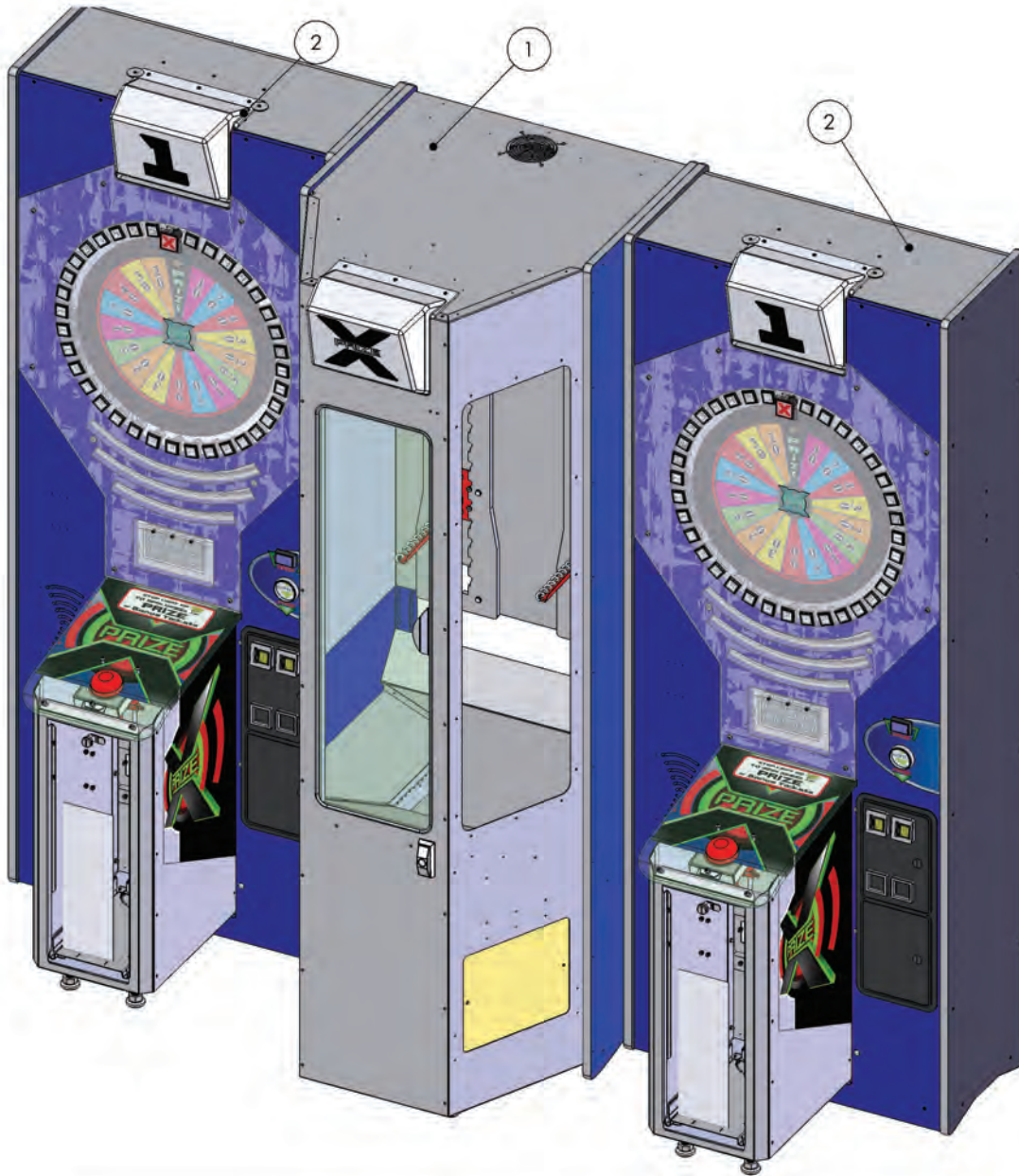
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX1070x	ASSEMBLY-PRIZE CABINET	1
2	PX1055X	GAME CABINET	2
3	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	8
4	6202	1/4-20 x 1-3/4" LG. HHMB	8

PX1055x cabinet with podium assembly

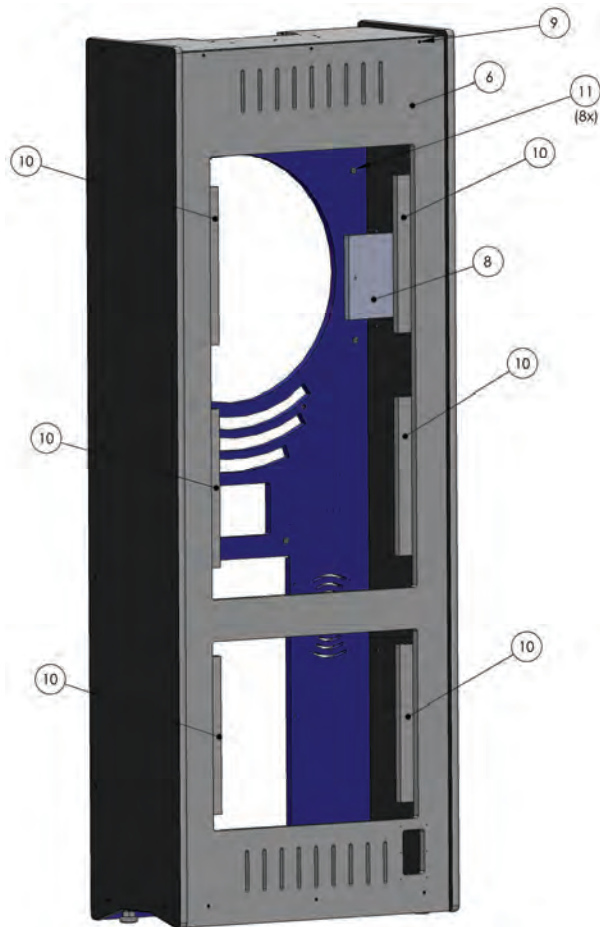| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3050X	ASSEMBLY-GAME CABINET	1
2	PX3064x	ASSEMBLY-PODIUM	1
3	PX3077CX	ASSEMBLY-LARGE REAR DOOR	1
4	PX3058CX	ASSEMBLY-SMALL REAR DOOR	1
5	PX3009X	ASSEMBLY-HEADER #1	1
6	E00054PXX	ASY (LED STRIP PVC GREEN 9.5")	2
7	5001	FG COIN DOOR SET	1
8	PX3063X	WHEEL ASSEMBLY	1
9	PX1015	PODIUM SIDE BRACKET	2
10	PX7000X	ASSY-FRONT PANEL OVERLAY	1
11	PX3066X	ASSEMBLY- LIGHT PANEL	1
12	PX7018,19	DECAL "PRIZE SELECT DECAL" (LEFT/RIGHT)	1
13	PX2008	BUTTON PRIZE "DROP" ROUND (#41-602-13)	1
14	NB2007X	ASY (POWER SUPPLY)	1
15	PX2007	BUTTON PRIZE "SELECT" RECTANGLE (#41-602-12)	1
16	655	#8 x 3/4 SQ. DRIVE (BLACK)	9
17	PC60604	NYLOCK NUT, 1/4-20	6
18	6160	1/4-20 x 1 1/4 RIB-NECK CARRIA	6
19	PC60631	025-20 CABINET INSERT (J50115)	2
20	6408	1/4-20 X 1" LG. BHCS ZINC	8
21	6020	#10 FLAT WASHER USS (#12 SAE)	1
22	6086	HJNUT 8-32	1
23	6070	1/4 x 1-1/2 OD F-WASHER	2
24	6030	DRYWALL SCREW 1.25	2
25	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	8
26	6194	1/4-20 x 1-1/4" LG. HHMB	2
27	AR2007	6 X 9 SPEAKER	1
28	PX2010	POWER SUPPLY +12V, -12V, 5V, 24V, 48V	1
29	2111	RELAY SOLID STATE (SVDA/3V10) Continental Ind.	1

PX3009X SHOW
REMOVED FOR
CLARITY REASONS

USE PX3009X(#1)OR PX3010X(#2)
DEPENDING ON LEFT OR
RIGHT SIDE

16
(3X)

5

23 24
USE TO CAPTIVATE
HEADER

6
(2X)

1

10 20
(8X)

15

12

13

7

2

8

29

27

18 17 25

28 14

REAR VIEW

12

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3067	LIGHT BOX REAR	1
2	PX3068	LIGHT BOX SIDE	2
3	PX3069	LIGHT BOX BOTTOM	1
4	6030	DRYWALL SCREW 1.25	13

USE DOUBLE-SIDED TAPE TO ADHERE

USE MARKER TO 'PAINT' HEADS BLACK (TYPICAL)

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3017	HEADER	1
2	PX3011	HEADER LETTER "X"	2
3	PX7015	DECAL HEADER "PRIZE"	1
4	6225	6-32 X .500 FLUSH HEAD PEM STUD	4
5	SK624	6-32 KEP NUT	4

USE DOUBLE-SIDED TAPE TO ADHERE

USE MARKER TO 'PAINT' HEADS BLACK (TYPICAL)

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3017	HEADER	1
2	PX3009	HEADER NUMBER "1"	1
3	6225	6-32 X .500 FLUSH HEAD PEM STUD	2
4	SK624	6-32 KEP NUT	2

USE DOUBLE-SIDED TAPE TO ADHERE

USE MARKER TO 'PAINT' HEADS BLACK (TYPICAL)

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3017	HEADER	1
2	PX3010	HEADER NUMBER "2"	1
3	6225	6-32 X .500 FLUSH HEAD PEM STUD	2
4	SK624	6-32 KEP NUT	2

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3050	CABINET SIDE L&R	2
2	PX3056	CABINET TOP	1
3	PX3054X	ASSY-CABINET BOTTOM	1
4	PX3067X	ASSY-LIGHT BOX	1
5	PX3055	LIGHT PANEL GAME CAB.	1
6	PX3052	CABINET REAR	1
7	201-PX3050	T MOLDING (25/32" X 195.60" CHROME)	2
8	PX3060	WHEEL ASSY SUPPORT BRACKET L&R	2
9	6030	DRYWALL SCREW 1.25	51
10	PX3090	CLEAT	6
11	PC60631	025-20 CABINET INSERT (J50115)	10
12	201-PX3050	T MOLDING (25/32" X 27.00" CHROME)	1

15
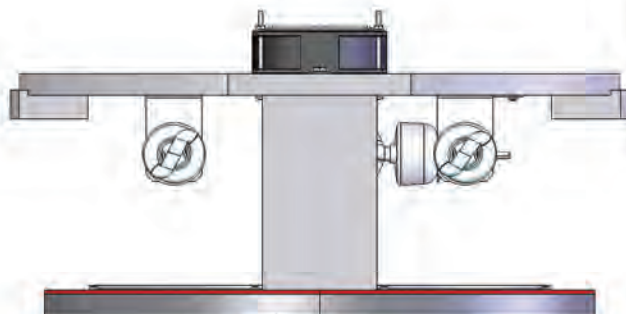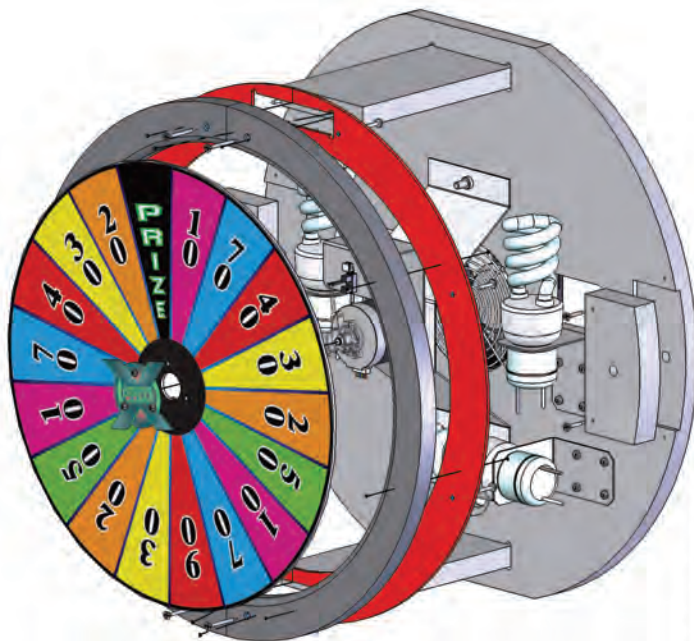
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3063	WHEEL ASY MTG BOARD	1
2	MS2364X	FAN ASSEMBLY	1
3	E02027G	FAN FINGER GUARD	2
4	CR130933 (Stepper Motor)	MOTOR, STEPPER 24V	1
5	PX7001	WHEEL	1
6	PX7002	HUB COVER 'X' PRIZE	1
7	655S	#8 x 5/8 SQ. DRIVE (SILVER)	12
8	TG1021	LIGHT BRACKET	3
9	SH2130X	ASY (2D BULB SOCKET)	3
10	8545	BULB COMPACT FLUORESCENT (23W = 90W)	3
11	6326	6-32 X 3.0" LG. RHMS	4
12	6002A	6-32 NYLOCK NUT	4
13	6290	1/4 E-CLIP (5133-25) PLAIN STEEL	1
14	6071	#6 x 1/2" LG. SELF-TAP (BLACK)	3
15	PX3013	SPACER RING	2
16	PX3012	LEG	2
17	PX3014	SPACER	2
18	PX1004	BRACKET (WHEEL SENSOR MTG)	1
19	6019	#6 DRYWALL SCREW 1"	8
20	6166	DRYWALL SCREW 1-1/2"	4
21	PX3092	CLEAT, SPACER	2
22	PX7006	DECAL - 'WIN ZONE' ARROW	1
23	655	#8 x 3/4 SQ. DRIVE (BLACK)	8
24	6075	1/4 x 3/4 FLAT WASHER ZINC (USS)	2
25	PC60609	1/4-20 x 1-1/2" LG. (ZINC)	2
26	PX3030	ARROW	1
27	PX1008	MOTOR MTG. BRACKET	1
28	E00417	OPTO SENSOR (OMRON SX3239-P2)	1
29	PX3093	HUB (BONUS WHEEL)	1
30	6089	10-24x3/4 PHMS	4
31	6086	HJNUT 8-32	4

TOP VIEW

USE P.S.A. TO MOUNT
26 TO RED RING

18

PRIZE

PRIZE

(4X)

20
19
22
17
21
15
5

18

14 6
(3x)

18
16
1

27
3

8 7 9 10
TYP 3 PLACES

21
19
16

24 25

2 11 12
(4x) (4x)

24 25
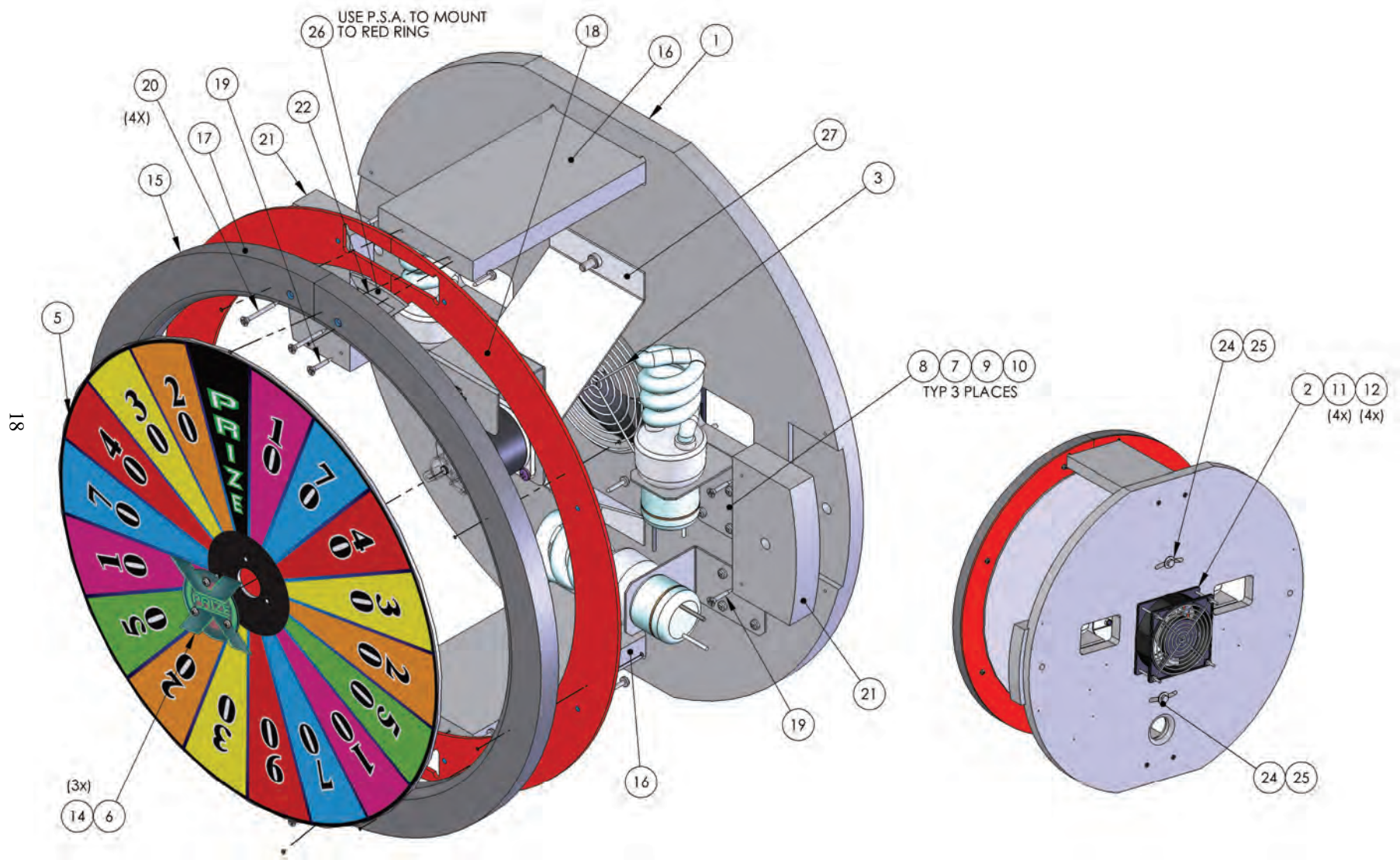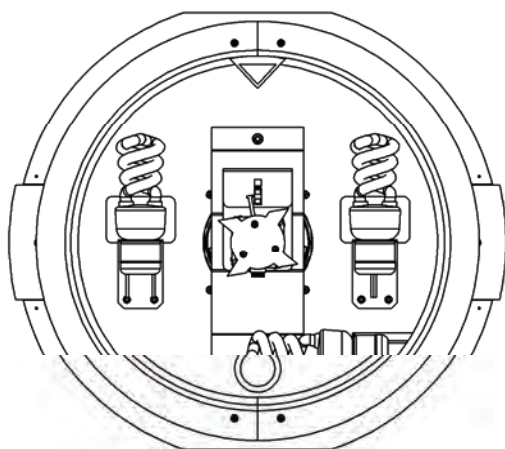
PARTIAL FRONT VIEW

EXPLODED VIEW

DETAIL Z
SCALE 1 : 2
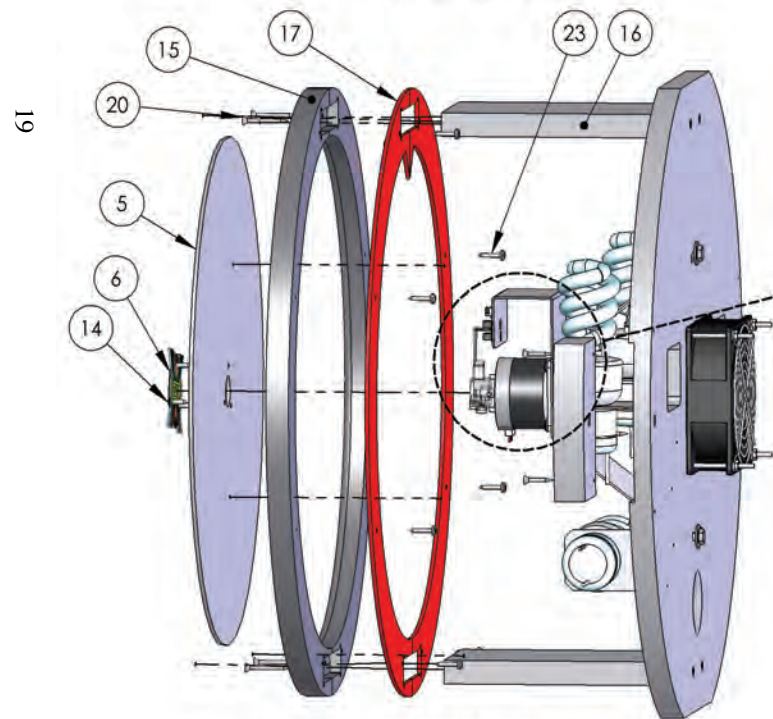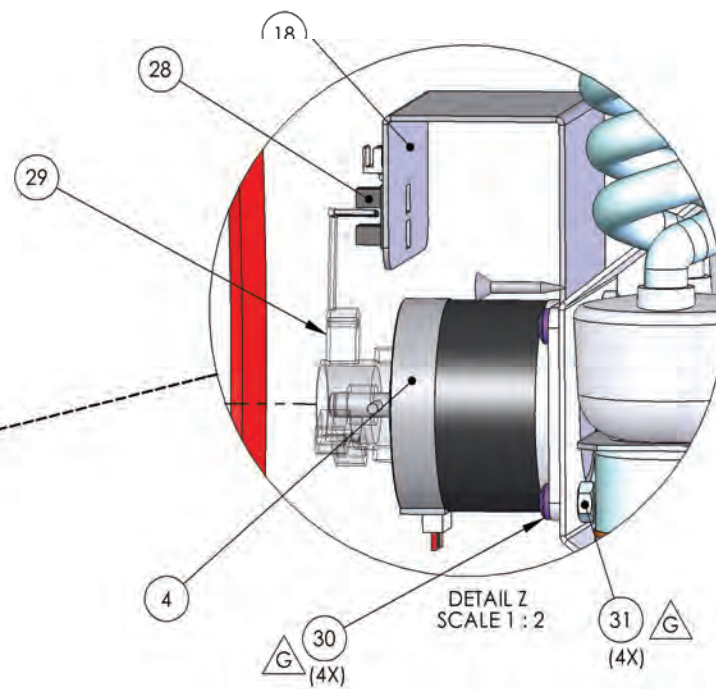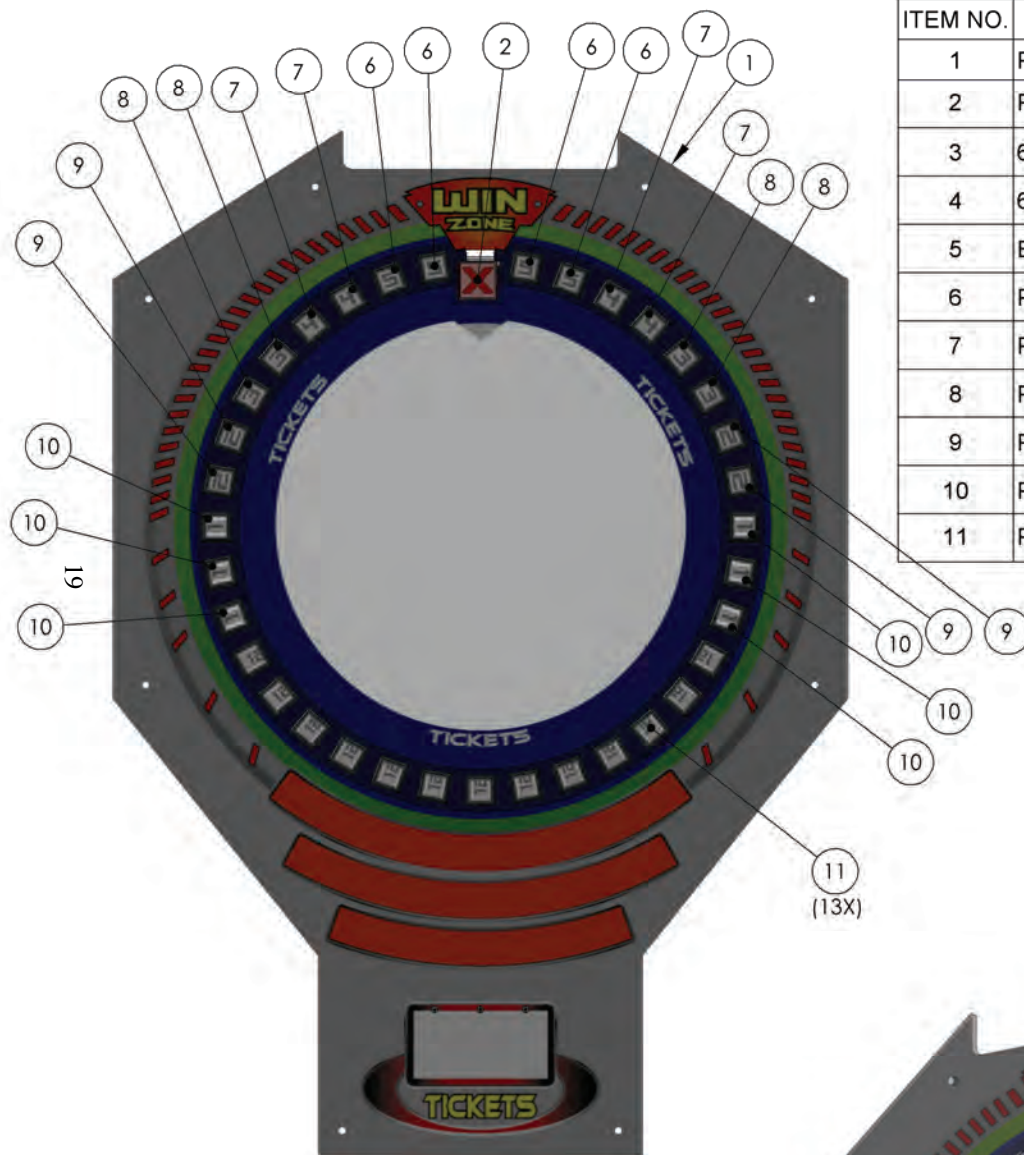
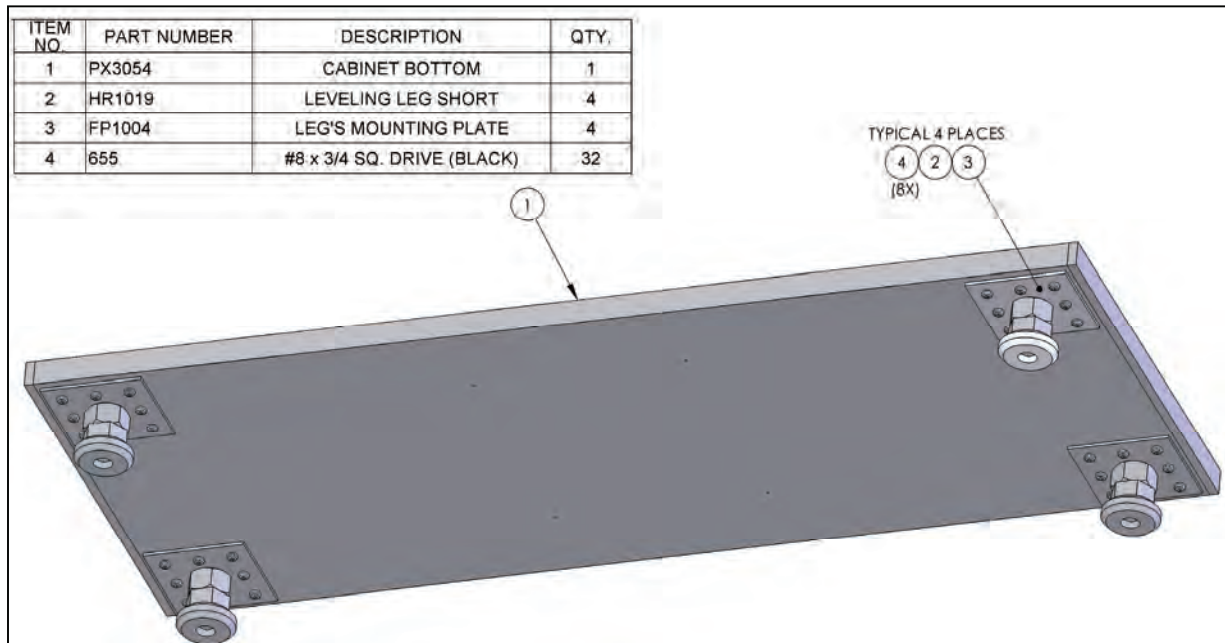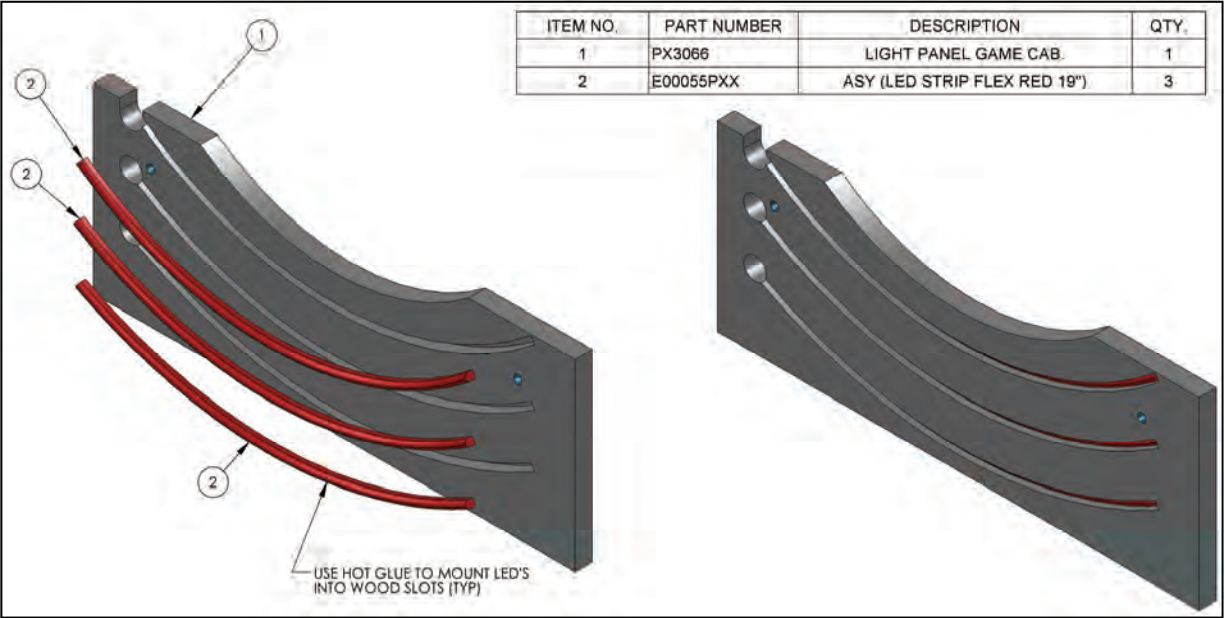| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX7000	FRONT PANEL OVERLAY	1
2	PX2006	41-5150-00 Supreme 2inch square button assy	1
3	644	6-32 x 1/2" HH NYLON SPACER	6
4	6109	6-32 x 1-1/4" LG. PPHMS	3
5	E00056	DISP. SNGL LED FEM-230130BGWT 2.3" I/LOCKING RED	3
6	PX2005S05	LED LIGHT '5' - 1" SQUARE	4
7	PX2005S04	LED LIGHT '4' - 1" SQUARE	4
8	PX2005S03	LED LIGHT '3' - 1" SQUARE	4
9	PX2005S02	LED LIGHT '2' - 1" SQUARE	4
10	PX2005S01	LED LIGHT '1' - 1" SQUARE	6
11	PX2005	41-5222-10 Supreme 1inch low profile square button assy	13

4 3 5
(3x) (6x)
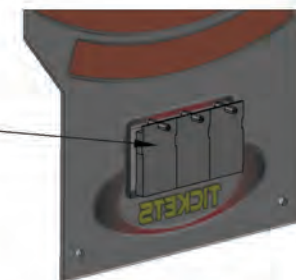
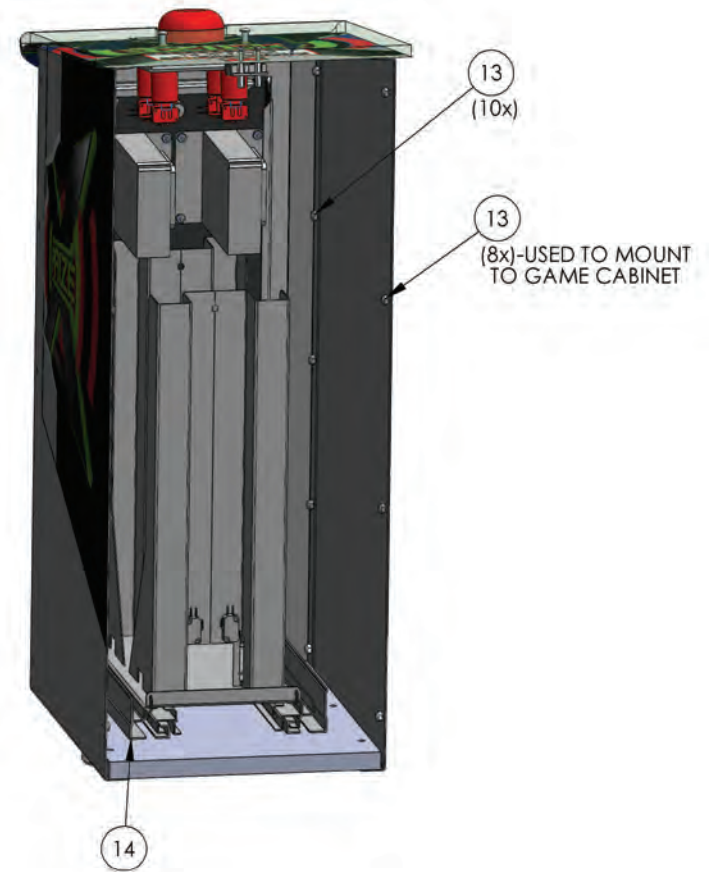SQUARE 'SPACER/WASHER' TO
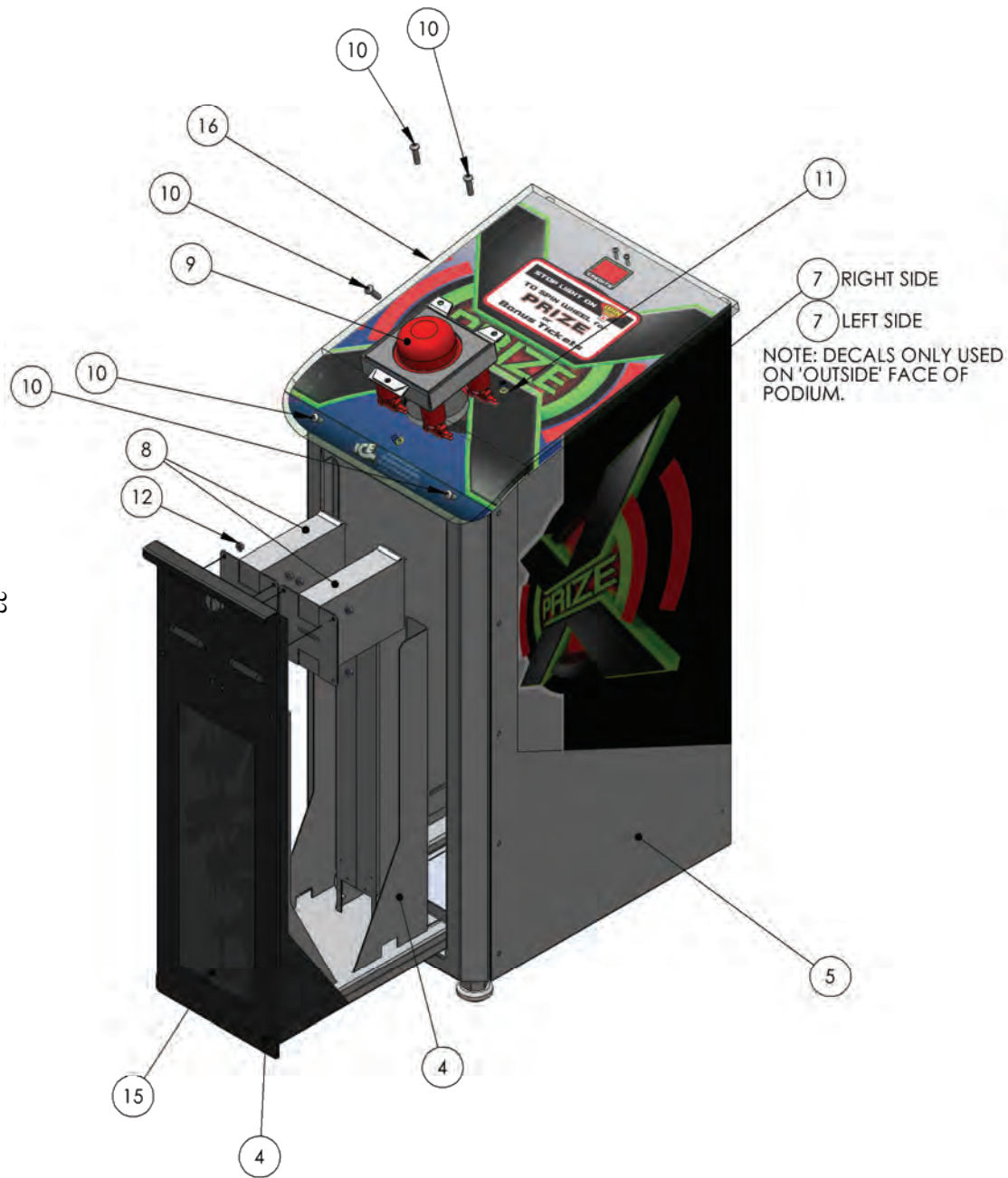BE MOUNTED ON BACKSIDE
BEFORE NUT

VIEW BACKSIDE

19

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3066	LIGHT PANEL GAME CAB.	1
2	E00055PXX	ASY (LED STRIP FLEX RED 19")	3

USE HOT GLUE TO MOUNT LED'S INTO WOOD SLOTS (TYP)

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3054	CABINET BOTTOM	1
2	HR1019	LEVELING LEG SHORT	4
3	FP1004	LEG'S MOUNTING PLATE	4
4	655	#8 x 3/4 SQ. DRIVE (BLACK)	32

TYPICAL 4 PLACES
4 2 3
(8X)

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3064CX	ASSY-PODIUM BOTTOM	1
2	PX1016	PODIUM SIDE, LEFT	1
3	PX1018	PODIUM DOOR FRAME	1
4	PX1007X	TICKET DOOR	1
5	PX1017	PODIUM SIDE (RIGHT)	1
6	PX7013	DECAL (PODIUM LEFT)	1
7	PX7014	DECAL (PODIUM RIGHT)	1
8	HH5005D	TICKET DISPENSER (DELTRONICS)	2
9	DN2006R	BUTTON MEGA - RED	1
10	PC60622	1/4-20 x 1" LG. BSHCS	5
11	PC60604	NYLOCK NUT, 1/4-20	3
12	6004a	8-32 KEP NUT	8
13	6086	HJNUT 8-32	18
14	PX1050	DRAWER SLIDE - 12"	1
15	PX7017	DECAL- TICKET "X"	1
16	PX7012X	ASSEMBLY-CONTROL PANEL	1

7 RIGHT SIDE

7 LEFT SIDE

NOTE: DECALS ONLY USED ON 'OUTSIDE' FACE OF PODIUM.

13 (10x)

13 (8x)-USED TO MOUNT TO GAME CABINET

22

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX7012	CONTROL PANEL	1
2	E00057	DISP. SNGL LED FEM-080130BGWT1 0.8" I/LOCKING RED	2
3	644	6-32 x 1/2" HH NYLON SPACER	4
4	6109	6-32 x 1-1/4" LG. PPHMS	2
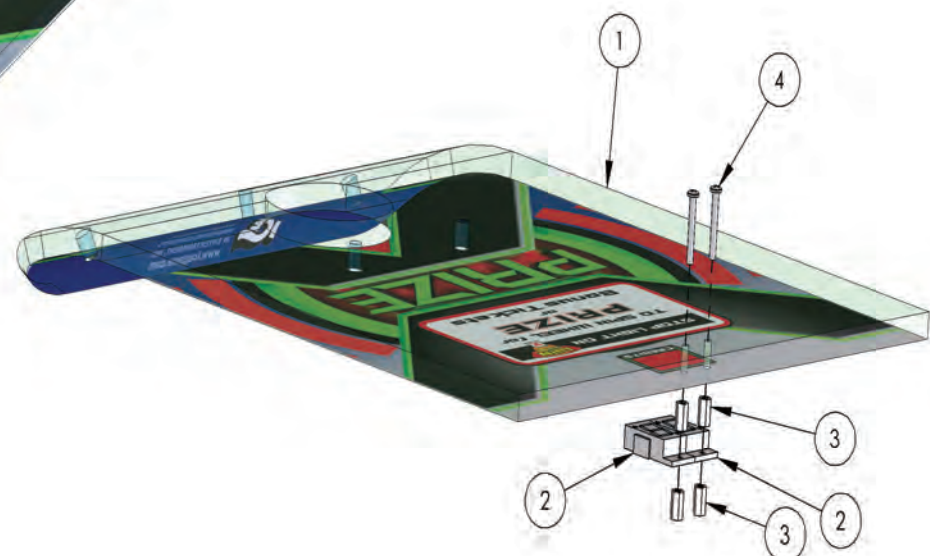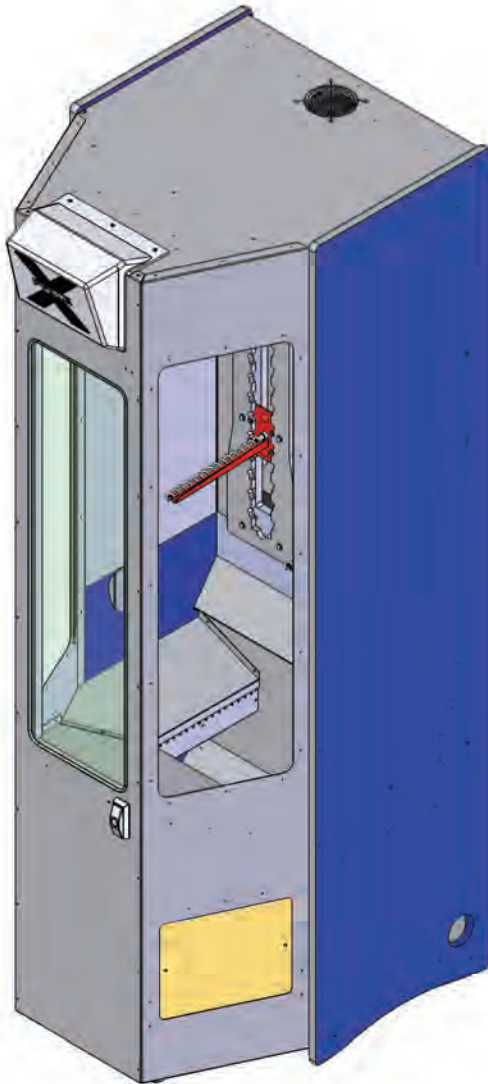
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3070CX	ASSEMBLY-DISPLAY CABINET	1
2	PX1028	DISPLAY CAB SIDE L, R	1
3	PX1025	DISPLAY CAB FRONT	1
4	CG5014	T HANDLE (LOCK) OU-4200NA	1
5	MS2364X	FAN ASSEMBLY	1
6	E00406	SPACER 13SP277	20
7	PX1019	LOCK BRKT TOP	1
8	MAIN PCB Pluto 6 CPU	MAIN PCB	1
9	PX2 PSU SANKEN	PSU SANKEN	1
10	PX1013	LOCK CAM	1
11	PX1026	SIDE GLASS RETAINER TOP/BOTTOM	2
12	PX1027	SIDE GLASS RETAINER SIDE	2
13	PX3028	GLASS (FRONT)	1
14	PX1005	PRIZE DOOR ASSEMBLY	1
15	Door Tubes		1
16	PX3085	PRIZE DOOR BACKER	1
17	PX1042	BRACKET (PRIZE DOOR)	1
18	PX4002	PRIZE FLOOR FOAM	1
19	213-PX3073	T MOLDING (25/32" BLACK)	1
20	PX3015	FAN PLATE	1
21	PX3042	DISPLAY CABINET REAR SIDE MIRROR	1
22	PX3040	DISPLAY CABINET SIDE MIRROR	1
23	PX3044	DISPLAY CABINET REAR MID MIRROR	1
24	PX4001-PX1025	GASKET (C) - DISPLAY CAB FRONT	1
25	201-PX3070	T-MOLDING (25/32" X 207.70" CHROME)	2
26	PX3011X	ASSEMBLY-HEADER "X"-PRIZE	1
27	RR8520X		3
28	CR100110	BULB HALOGEN (12V/20W 36/38 DEG) (VC0157)	3
29	MirrorPX1028		1
30	PX3077CX	ASSEMBLY-LARGE REAR DOOR	1
31	PX3008X	ASSEMBLY-DISPENSER MTG PANEL	2
32	655	#8 x 3/4 SQ. DRIVE (BLACK)	9
33	6084	1/4-20 x 2-1/2" LG. HH BOLT	20
34	6020	#10 FLAT WASHER USS (#12 SAE)	20
35	PX3067X	ASSY-LIGHT BOX	1
36	6326	6-32 X 3.0" LG. RHMS	4
37	6002A	6-32 NYLOCK NUT	8
38	PX1024X	ASSEMBLY-DISPLAY CABINET WINDOW FRAME	1
39	PX1038	PRIZE CHUTE FRONT	1
40	PX1036	PRIZE CHUTE LEFT	1
41	PX3058CX	ASSEMBLY-SMALL REAR DOOR	1
42	E02027G	FAN FINGER GUARD	2
43	PX1039LX	ASY PRIZE SENSOR RECEIVER (LEFT)	1
44	PX1039RX	ASY PRIZE SENSOR TRANSMITTER (RIGHT)	1

TYP. 2 PLACES

42 (2x)
5
20
36
37
30
26
32 (3x)
31 (10x)
34 (10x)
33 (10x)
6
3
24
38
4

USE 4006 FOAM TAPE
ON WINDOW RETAINER
BRACKETS (8 PLACES), FULL LENGTH

1
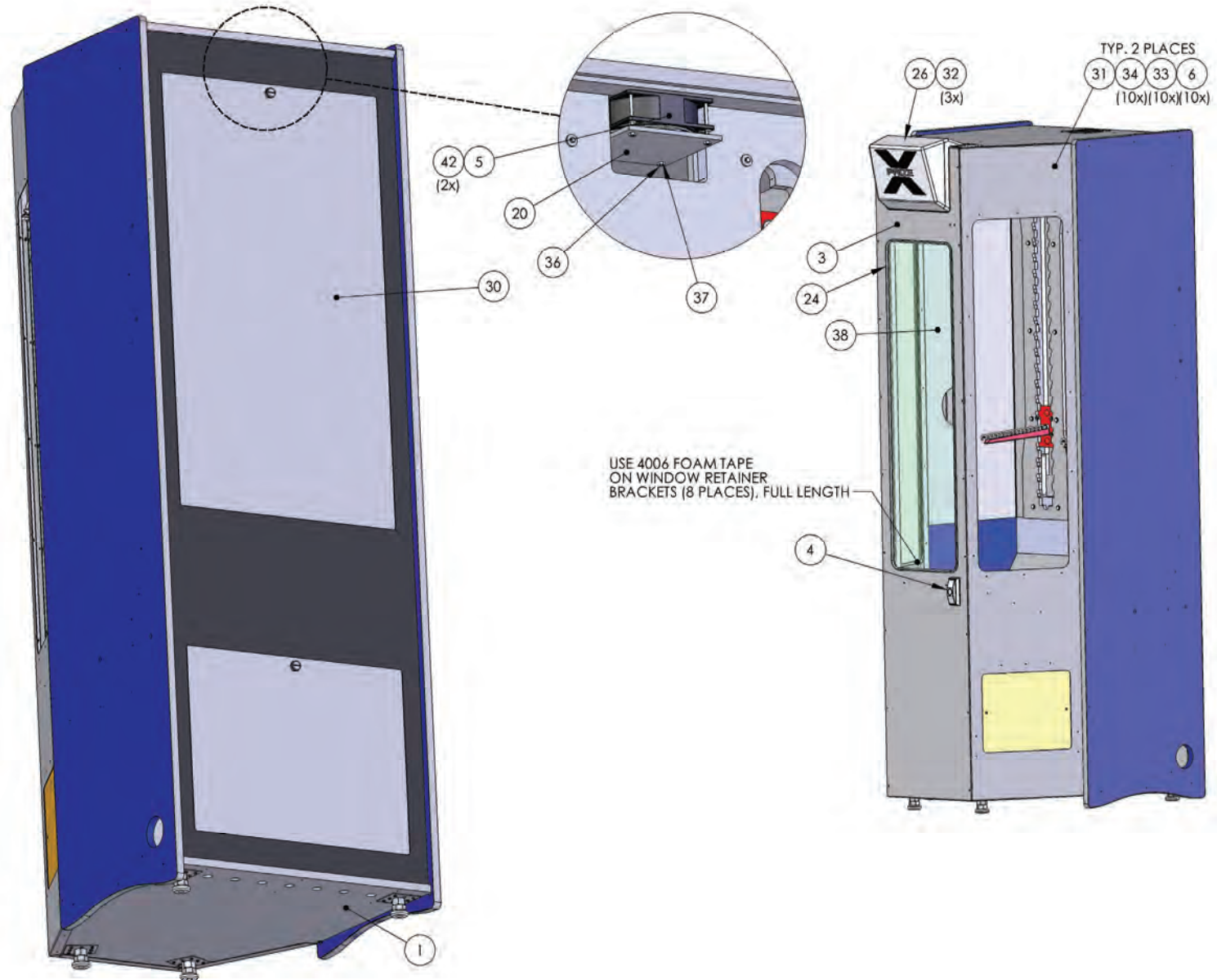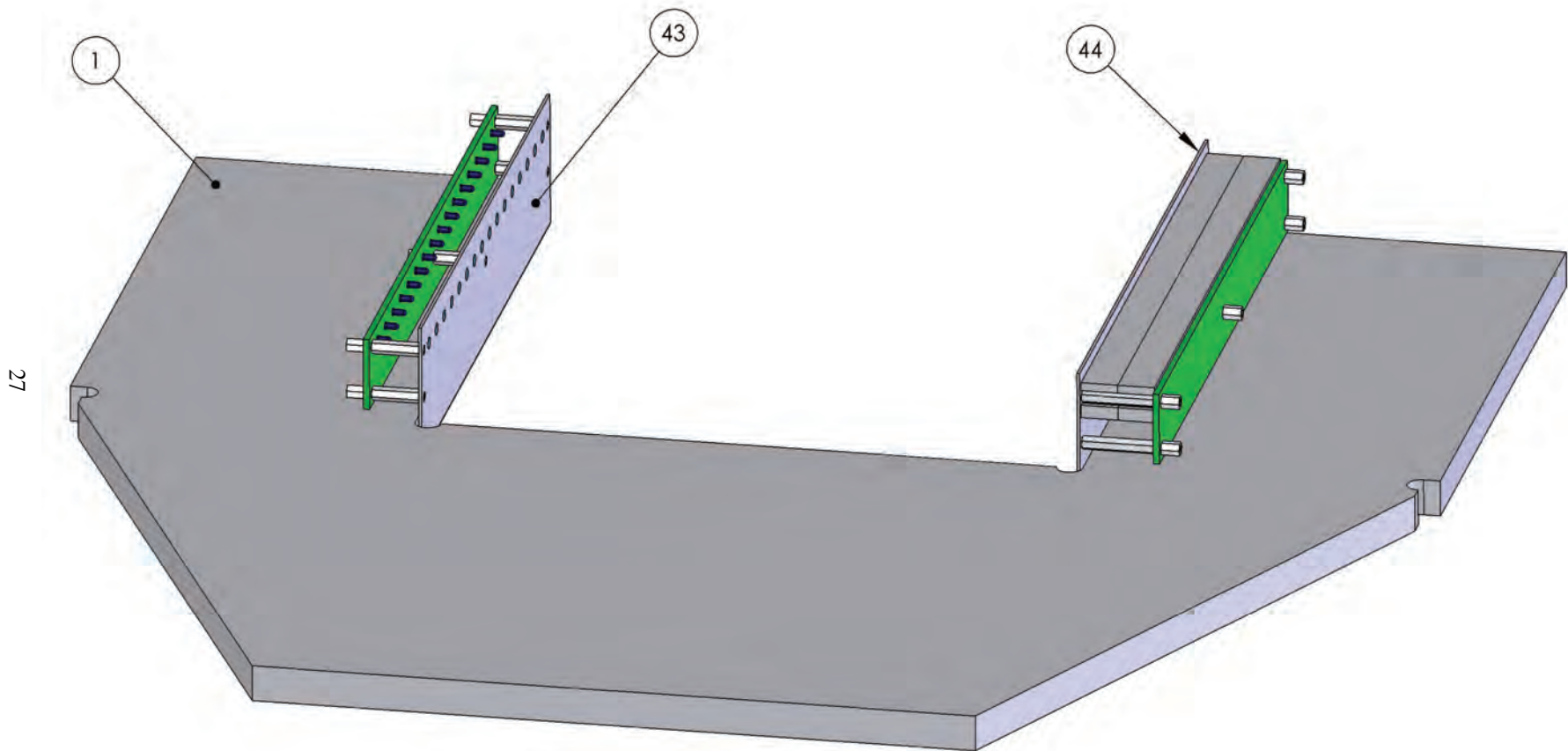
SENSOR LOCATION VIEW
PARTS REMOVED FROM VIEW
FOR CLARITY

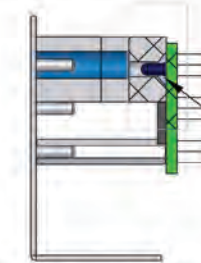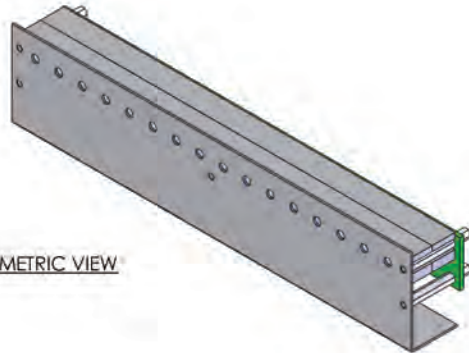| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX1039	PRIZE SENSOR BRKT.	1
2	PX2039RX	PCBA (SENSOR, RECEIVER)	1
3	6679	6-32 x 1 (1/4" ALUM MALE FEMALE STANDOFF)	5
4	PC60642	6-32 x 3/8 HH SPACER 14HTSP007	5
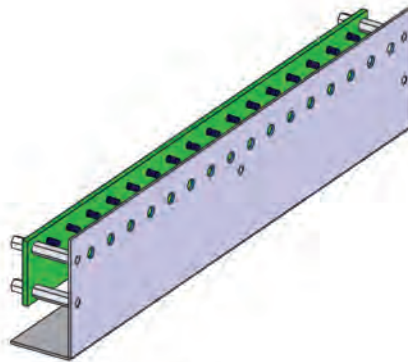
ISOMETRIC VIEW

EXPLODED VIEW

28

ISOMETRIC VIEW

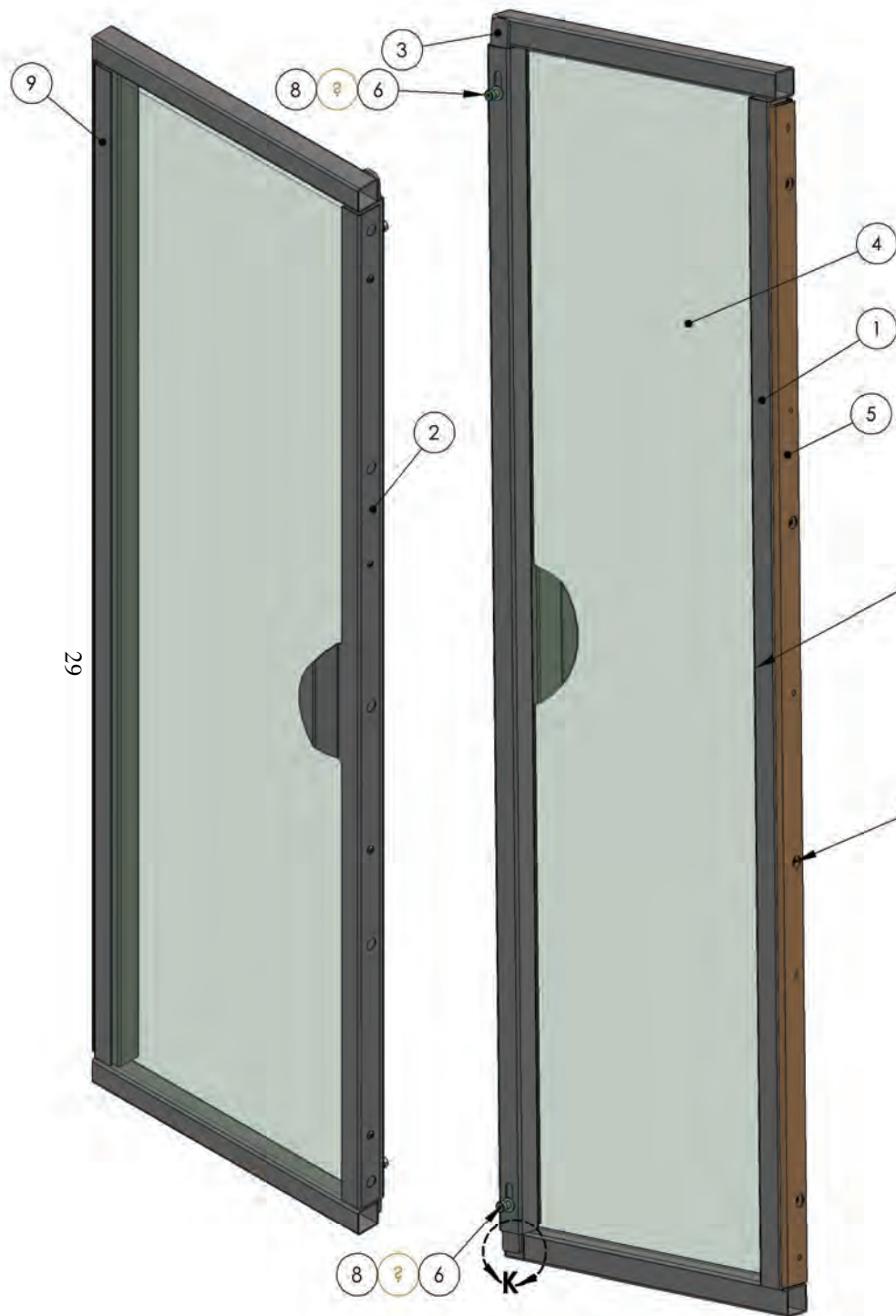| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX1039	PRIZE SENSOR BRKT.	1
2	PX2039TX	PCBA (SENSOR, TRANSMITTER)	1
3	6329	6-32 x 1-1/2" HH METAL SPACER	5
4	PX3039	SENSOR TUBES	2
5	PC60642	6-32 x 3/8 HH SPACER 14HTSP007	5
6	1-4 DOWEL	1/4 x 1 1/2 DOWEL PIN	3

BROKEN-OUT SECTION VIEW

NOTE: LEDs TO INSERT INTO
COUNTERSUNK SIDES OF HOLES.
PCB MUST MOUNT FLAT TO SENSOR TUBES
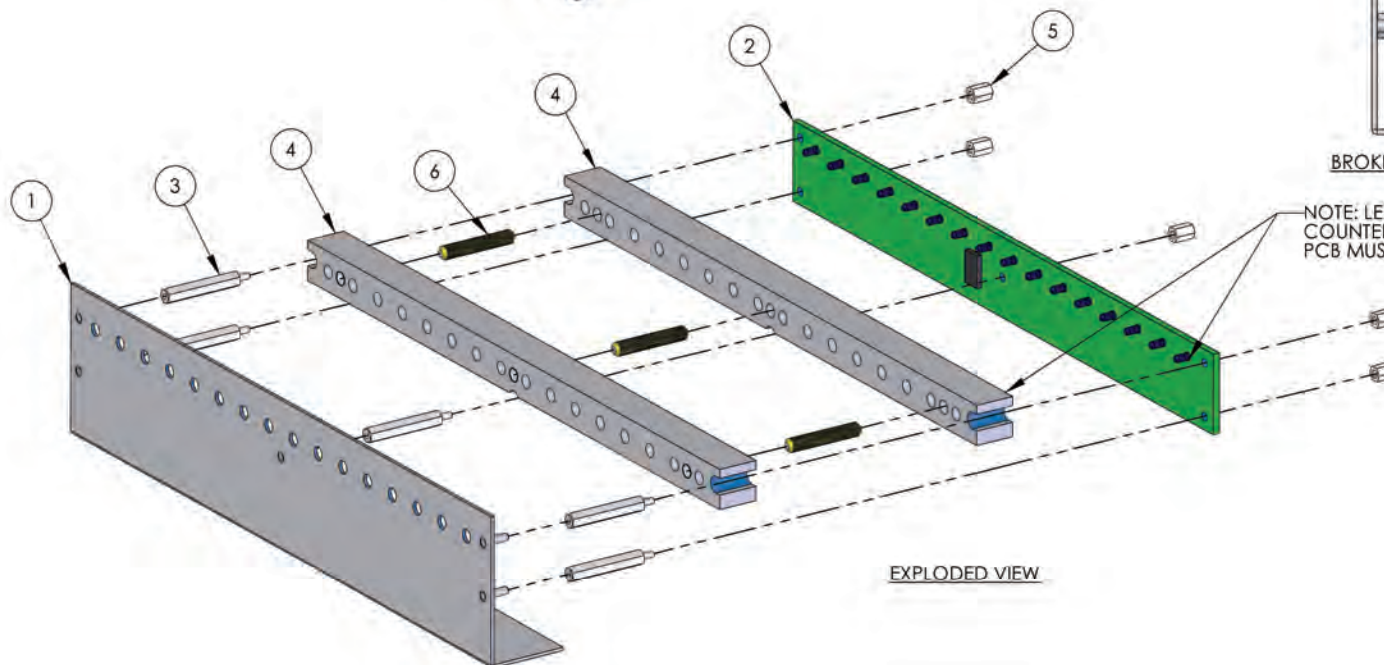
EXPLODED VIEW

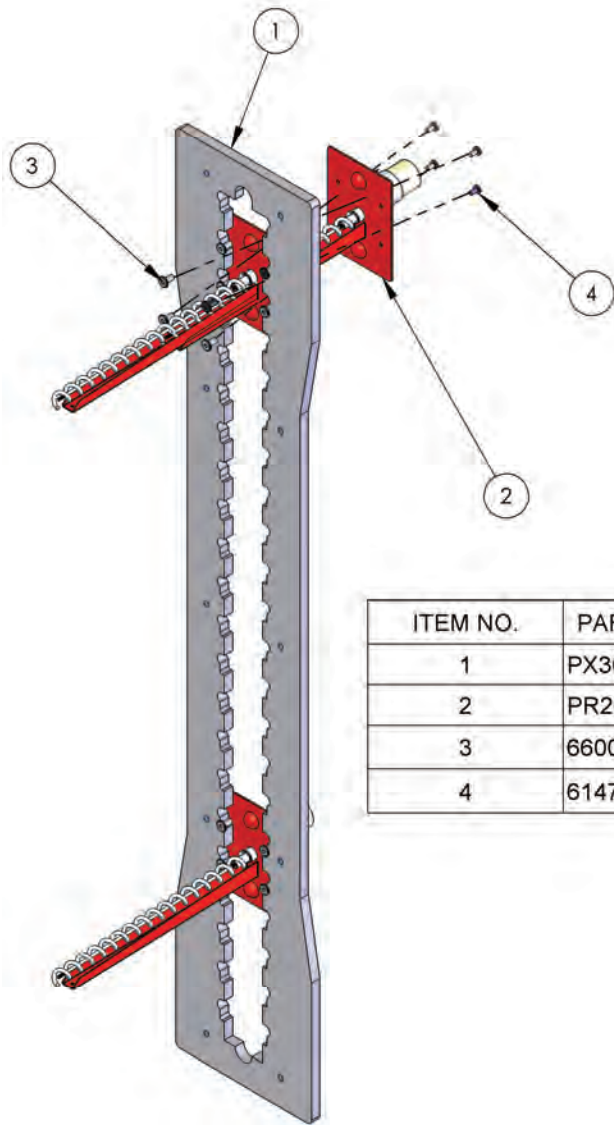| ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX1024	DISPLAY CAB WINDOW FRAME	1
2	PX1021	FRONT GLASS RETAINER RIGHT	1
3	PX1014	LOCK ROD	1
4	PX3027	GLASS (FRONT)	1
5	PX1023	WINDOW HINGE	1
6	6006	1/4" x 3/8" LG. SHOULDER SCREW	2
7	647	PLASTIC WASHER (1/4 x 1/2)	2
8	6086	HJNUT 8-32	2
9	PX1020	FRONT GLASS RETAINER LEFT	1
10	6433	BHCS, #8-32 x .50" LG. (ZINC)	8
11	PX3024	LOCK ROD SPACER	1

USE #4006 (TAPE 1/4x3/8 WEATHERSTRIP) BETWEEN
GLASS AND METAL SIDES

4 EACH SIDE
TYPICAL

USE TAPE (950 3M)
TO AFFIX SPACER TO FRAME

K

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PX3008	PRIZE DISPENSER MTG. PANEL	1
2	PR2000X	PRIZE DISPENSING SCREW	2
3	6600	10-24 x 17/32" LG. JOINT CONNECTOR NUT (STAFAST)	8
4	6147	10-24x3/8 PHMS	8

Electronics:

1029WSX	ASY RESET BUTTON
2111	RELAY, SOLID STATE
8545	BULB COMPACT FLOURESCENT
8980	LED BULB, RED CLUSTER
AR2007	6X9 SPEAKER
CR100110	HALOGEN BULB
PX3093	HUB, PLASTIC FOR MOTOR
CR130933	MOTOR, STEP 24V
CR150414	WASHER, M6
CR150822	CIRCLIP (FOR CR130933)
E00054PXX	ASY (LED STRIP GREEN)
E00055PXX	ASY (LED STRIP FLEX RED)
E02027G	FAN GUARD
E00056	DISP. SNGL LED
E00417	OPTO sensor
E00057	Display single LED (control panel)
MS2364X	ASY (FAN)
PX2005	LED LIGHT BLANK 1" SQUARE
PX2005S01	LED LIGHT '1' – 1" SQUARE
PX2005S02	LED LIGHT '2' – 1" SQUARE
PX2005S03	LED LIGHT '3' – 1" SQUARE
PX2005S04	LED LIGHT '4' – 1" SQUARE
PX2005S05	LED LIGHT '5' – 1" SQUARE
PX2006	LED LIGHT 'X' 1-1/2" SQUARE
PX2007	BUTTON PRIZE 'SELECT' RECTANGLE
PX2007X	ASY (POWER MOD 4 AMP)
PX2008	BUTTON PRIZE "DROP" ROUND
PX2010	POWER SUPPLY
PX2034X	PCBA HEBER PLUTO 6
RR8520X	ASY (HALOGEN SOCKET)
SH2130X	ASY (CERAMIC SOCKET)
SX2002AX	TRANSFORMER
PX2039RX	PCBA (sensor, receiver)
PX2039TX	PCBA (sensor, transmitter)

Mechanical:

5001	COIN DOOR
5014	7/8" CAMLOCK
CG5014	T-HANDLE LOCK
HH5005	TICKET DISPENSER
PR2000X	ASY (PRIZE SENSOR)
PX1050	DRAWER SLIDE (12")
PX3017	HEADER
PX3027	GLASS (FRONT)
PX3028	GLASS (SIDE)
PX9001	SERVICE MANUAL

Decals:

PX7001	DECAL-WHEEL
PX7002	DECAL-HUB COVER 'X' PRIZE
PX7004	DECAL-PRIZE DOOR '1'
PX7005	DECAL-PRIZE DOOR '2'
PX7006	DECAL-WIN ZONE "ARROW"
PR7012	DECAL-CONTROL PANEL
PX7013	DECAL-(PODIUM LEFT)
PX7014	DECAL-(PODIUM RIGHT)
PX7015	DECAL-'PRIZE' FOR HEADER
PX7016	DECAL-DISPLAY CABINET FRONT
PX7017	DECAL-(TICKET)
PX7018	DECAL-"PRIZE SELECT" LEFT
PX7019	DECAL-"PRIZE SELECT" RIGHT

How to adjust your prize door opening.

Your prize door can be adjusted to accommodate various sizes of prizes. This is done by adjusting how far the door will open inward. The adjustment ring in located under the prize ramps and is accessed through the top.

Open the top glass door and under the prize ramps you will find a rod with a ring attached to it. Loosen this ring by using a 5/32 Allen wrench and position this ring so that it is centered. Now open the left prize door as far as you would like to allow the door to open. This will cause the ring to slide to a new position. Do not open the other side door until you have re-tightened the Allen screws on the adjustment ring. Your door will now open to the desired amount on either side.

Top glass door

Push this door open only when adjusting.
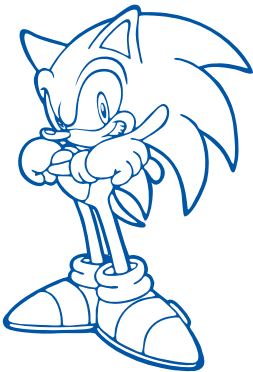
Adjustment ring
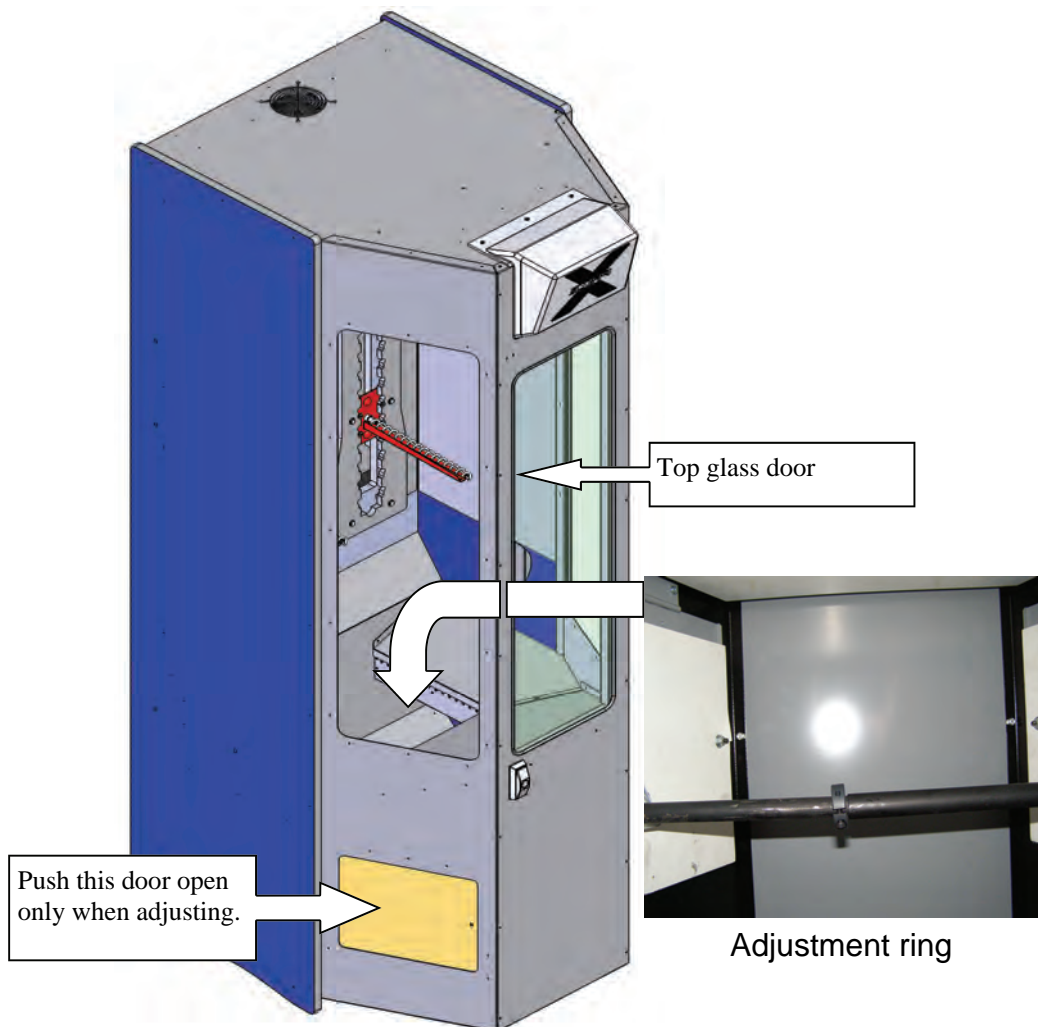
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